

Answer Software

Corporation

PRESENTS A VIDEO GAME
FOR THE ATARI 2600 SYSTEM



ASC 1002

GAUNTLET

(FOR ONE PLAYER)

This is the second in ANSWER SOFTWARE'S series of exciting video game cartridges designed specifically for user programmability.

Sir Robert Wittenbottom - one of the most fearless of men - needs your keen skill and daring to help him run the GAUNTLET and prove he is truly worthy to enter the elite Council of Warriors!

A game that will continue to excite and challenge you with a different GAUNTLET every time you play.

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STORY OF GAUNTLET

You are the famous explorer, Sir Robert Wittenbottom. You have discovered an ancient civilization deep in the forest of a mysterious island. Since you are a likeable chap, they have decided to induct you into their council of warriors - but first - you must run the GAUNTLET to prove you are worthy of the honor.

RUNNING THE GAUNTLET

You are given three glasses of water. Your task is to use the water to extinguish as many of the ceremonial fires burning at various places within the GAUNTLET as you can, before your water supply runs out. To successfully run the GAUNTLET, you must dodge, jump and duck your way through the various obstacles and projectiles while remaining within the confines of the GAUNTLET. Any contact with an obstacle, projectile, or the GAUNTLET will trip you up and cause you to spill water. You may stop and rest momentarily, but be carefull — running the GAUNTLET is thirsty work and you may be tempted to take a drink!

GAME INSTRUCTIONS

1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your television set.
2. Plug in the left joystick controller. (The right joystick is not used.) Set both difficulty switches to the "B" position.
3. The game select switch is not used, the GAUNTLET automatically becomes more difficult as you progress. The color/black and white switch is not used.
4. Hold the joystick with the red button in the upper left position.
5. Starting the game: if there is no game in progress, press the red button on the joystick; if there is a game in progress and you wish to start over, press the game reset switch.
6. Difficulty switches:
Left switch controls the joystick response:
 "A" Position - less responsive, more challenging
 "B" Position - more responsive, less challenging
Right switch controls jumping and ducking:
 "A" Position - jumping and ducking is more difficult
 "B" Position - jumping and ducking is easier

7. Spilling water: each time you collide with an obstacle, projectile or the sides of the GAUNTLET, you will be tripped up and spill water.
8. The game is OVER when you run out of water.

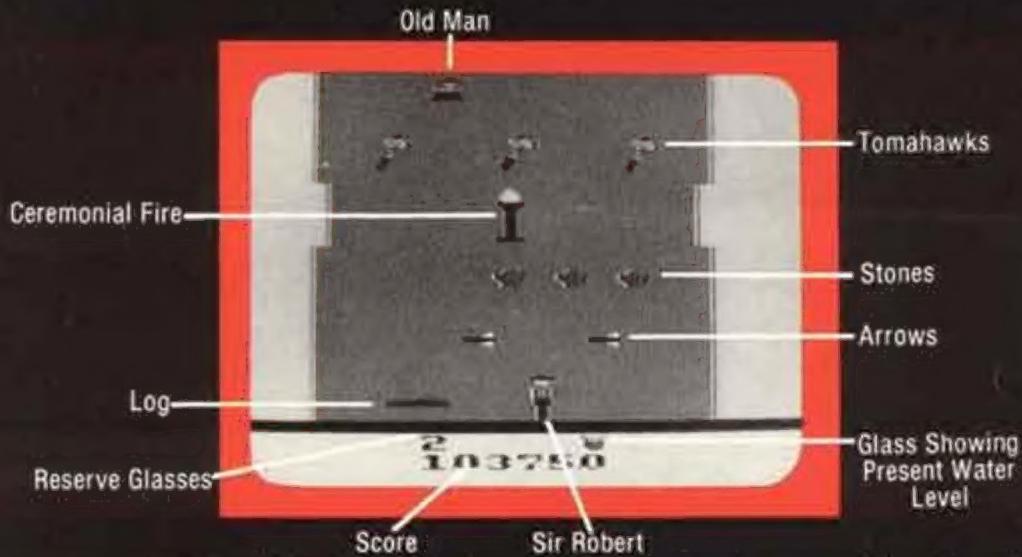
SCORING POINTS

Points are awarded for successfully jumping over obstacles or ducking under projectiles, giving drinks to Old Men you may encounter along the way, and extinguishing the ceremonial fires. Each time you extinguish one of the fires, your glass will be refilled and the GAUNTLET will become more difficult.

Point Values:

Jumping over rocks & logs	50
Ducking under arrows, stones & tomahawks	100
Quenching any Old Man's thirst	250
Ducking under the Secret Talisman	500
Extinguishing fires	500

CAUTION — — — You cannot jump over arrows, stones, tomahawks or the Secret Ceremonial Talisman. You cannot duck under logs or rocks. You cannot jump over or duck under the Old Men or the trees.



JUMPING AND DUCKING STRATEGIES: Jumping and ducking is accomplished by using the joystick and fire button in combination. To duck, pull back on the joystick first and then press the fire button. You will jump any time the fire button is pressed and the joystick is not pulled back. Once you have committed to a jump or duck, you have no control over your direction until your feet are back on the ground. After you collide with something, start moving as quickly as possible or you will collide with the same object again.

STRATEGY HINTS FOR HIGH SCORING: Try to stay as close to the center of the GAUNTLET as possible. Ducking makes you smaller and you can use it to squeeze through some tough spots. There are up to three Old Men between fires - don't forget to give them a drink to rack up those extra points!

H A V E F U N !!!

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